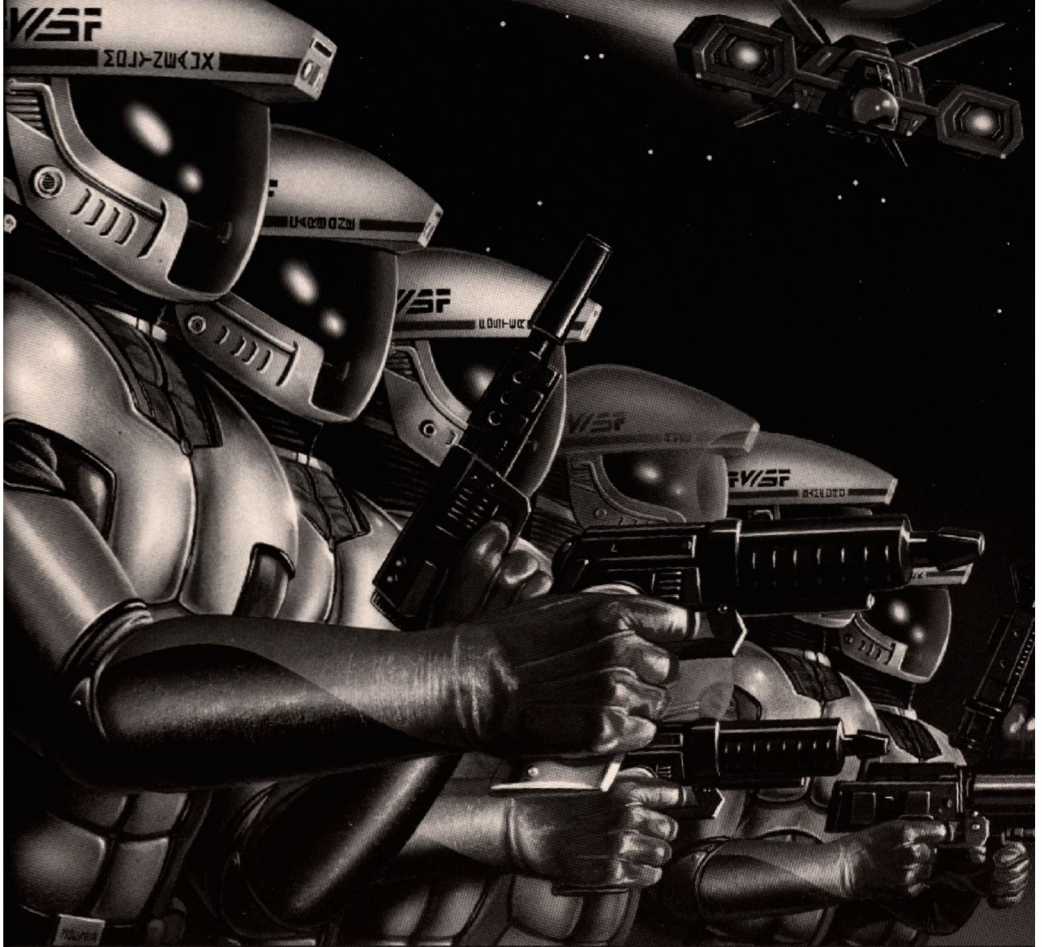


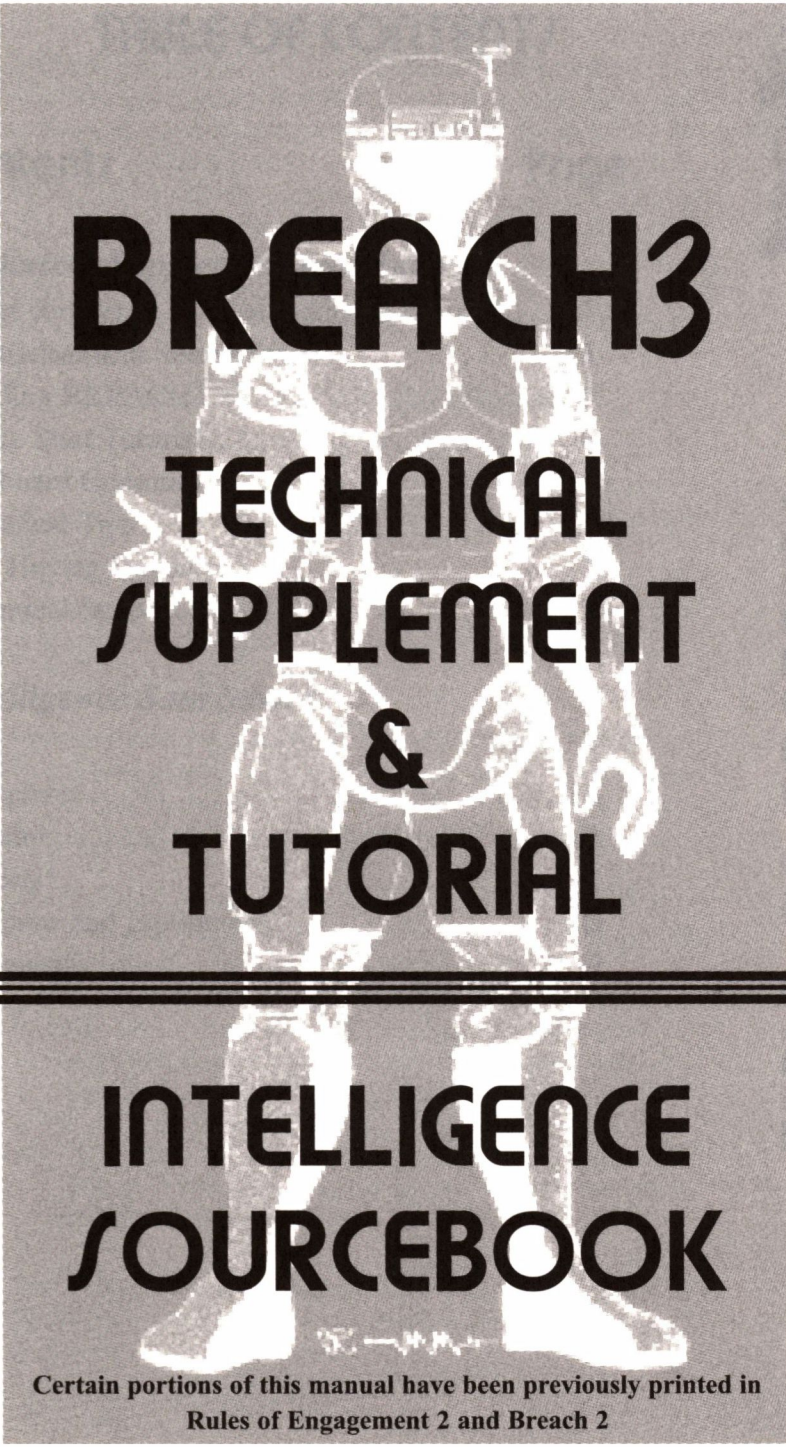
BREACH 3



**TUTORIAL AND
TECHNICAL SUPPORT**



Impressions



BREACH3

TECHNICAL SUPPLEMENT & TUTORIAL

INTELLIGENCE SOURCEBOOK

Certain portions of this manual have been previously printed in
Rules of Engagement 2 and Breach 2

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About This Manual

This Technical Supplement and Tutorial booklet will provide you with instruction on how to install **Breach3**, how to configure the sound, how to load the game, and where to get technical help if you run into problems. It will also provide you with a quick tutorial to help you get started playing and enjoying your new game as quickly as possible. Once you've played through the tutorial, you will probably want to read through the Game Reference Manual to get details on all of the game's features, including the Campaign Builder which will allow you to design your own campaigns to challenge yourself and your friends.



Game Reference Manual Addenda & Errata

Please be sure to read the README.TXT file included with your disk for information on any additional changes made after this Supplement went to press.

Campaign and Mission Briefings: These screens now have scroll bars to allow you to scroll the screen in case there is more than one page of text to the briefing.

Dead Marines and Equipment: If you need to take equipment out of the pack of a fallen comrade, you can now do so by clicking on the **Get** button, then on the body of the dead marine. A scrolling list of his pack contents will appear. Click on the item you want to take from his pack.

Depressurization: A battle on a spaceship or on a planet with an unbreathable atmosphere runs a risk of blowing a hole in the side of a pressurized chamber. Two things will happen if this occurs:

- i) The pressurized room will instantly depressurize, and the floor tiles will change to indicate this. Any marines in the now depressurized area who do not have oxygen will die instantly. The area of depressurization will stop at all doorways, even if the door is open.
- ii) All people in the room will be pulled some distance toward the wall breach due to the force of the outrushing air. This effect is instantaneous.

Reactor Cells: In addition to being explosive, Reactor Cells also give off levels of radiation that will cause damage to any marines who stand too close to them for too long.



Lights and Lighting: All wall tiles can now have light panels on them. When all of the light panels in a room are destroyed, the room will be plunged into darkness which will prevent anyone from effectively attacking anything or anyone in the room.

SPECIAL NOTES FOR CAMPAIGN BUILDERS

Empty Terrain Tiles: These cannot be crossed at all on a planet (though they can in space), so be careful not to leave any unintentionally. Use the “View Terrain” hotkey (see below) to check for holes.

Builder Hot Keys: Two useful “Hot Key” combinations have been added to the Campaign Builder.

- i) **View Terrain:** To see the terrain without any of the objects (furniture, equipment, or enemies) visible, press the **F8** key. Press the key again to restore the normal view. This key will allow you to make sure you have not accidentally left any uncrossable “empty squares” on planets.
- ii) **Copy Level:** You can copy levels within the same mission node by using the basic *Copy* key. This pair of hot keys will allow you to copy levels between different nodes. Enter the node you wish to copy a level from and change to that level. Press the **F9** key. Then change to the node you wish to copy the level to, change to the right level, and press the **F10** key. The level will be copied, but *only terrain and immovable objects*. Movable objects such as equipment and enemies will not be copied.

Objectives: It’s a good idea not to have both *Occupy Squares* and *Exit Area* as objectives for a single mission. If this is done, winning the mission will require leaving behind as many of the squad as it takes to hold the Occupation Squares.

Campaign Builder Automatic Terrain Edging: Only the two Planet tile sets (Breathable and Unbreathable) have automatic terrain edging. You may place any terrain tile next to any terrain tile you like, but only certain combinations of tiles will produce smooth edges.

- *Special tiles* (Entry, Exit, and Occupation) never edge smoothly.
- *Floor Tiles* and *Gratings* never edge smoothly.
- *Dirt* edges smoothly with *Grass*, *Tar/Lava*, *Rock/Crystal*, and *Shallow Water*.
- *Grass* edges smoothly with *Dirt*, *Rock/Crystal*, *High Ground*, and *Shallow Water*.

- *Tar/Lava* edges smoothly with *Dirt* only.
- *Rock/Crystal* edges smoothly with *Dirt*, *Grass* and *Shallow Water*.
- *High Ground* edges smoothly with *Grass* only.
- *Shallow Water* edges smoothly with *Dirt*, *Grass*, *Rock/Crystal*, and *Deep Water*.
- *Deep Water* edges smoothly with *Shallow Water* only.



Installation and Sound Setup

Installation from Floppy Disk

This game **cannot** be run from a floppy drive — it must be installed to your computer's hard disk. If you do not have sufficient hard drive space available to install the game, the installation program will alert you; free up more disk space and restart the installation.

- Before starting to install the game, make sure that your computer is turned on and that the MS-DOS prompt is showing. The prompt should look like this: `C:\>`. Exit completely out of any other programs you may have running, such as Windows or Dosshell.
- Insert Disk #1 into your floppy drive and change to that drive. Do this by typing the letter designation of your floppy drive, followed by a colon, followed by Enter. For example, if your floppy drive is your "A" drive, you would type: `A:`, then press the **<ENTER>** key.
- Type **INSTALL** at the floppy drive prompt and press **<Enter>**. At any time during the process you may press **<Escape>** to abort the installation.
- The installation program will ask you to name a source drive for the game files. Enter the letter of your floppy drive and press return. It will then ask you to name a destination drive. Enter the letter of your hard drive and press return. By default, the installation program will create a directory on your main drive called **BREACH3** and place all the game files in that directory. If you want to install the game to some other directory, delete the default directory name when the screen appears and type in the new directory. For example, if you already have a directory called **GAMES**, and you want to create a subdirectory for **BREACH3** called **B3**, you would delete the default name and type `\GAMES\B3` instead.



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E) The installation program will prompt you for each of the disks as it needs them. After you have inserted the last disk, the *Current Settings and System Requirements* screen will appear. It will show you what the program requirements are for hard drive space and memory and flag you if any of the memory requirements are not met by your computer. In the lower right corner of this screen is a box with three options which will allow you to assign sound card settings, to read the README.TXT file, and to exit from the installation program. The first time you access this screen, the program will take you directly to the *Sound Card Setup* screen.

F) You can move between the boxes on the *Sound Card Setup* screen with the **Tab** key, the **Arrow** keys, or by clicking on your selection with the mouse pointer. Set the sound card type, port, IRQ, and DMA to the correct values, then press Enter or click on the button labeled *Accept* to return to the *Current Settings* screen. If you do not have a sound card, set the first box to *No Sound* and press Enter. If you don't wish to change the current settings, press *Escape* or click on the button labeled *Abort* to return to the *Current Settings* screen.

G) Press **R** or click on the option itself and read the README.TXT file. This will provide you with details of any changes or additions made to the game after this manual went to press. (You may wish to print out a copy of this file to keep with the rest of your game documentation.) Press any key to page through the text file or escape to exit back to the *Current Settings* screen. Press any key when you are finished to return to the *Current Settings* screen.

H) From the *Current Settings* screen, press Enter to complete the installation.

I) If you want to change the sound card settings at any time, you can do so by exiting out to the DOS prompt, changing to the **BREACH3** game directory, and typing **SETUP**. The *Current Settings* screen will appear. Press **S** or click on the option itself to bring up the *Sound Card Setup* screen, and set the values as described above.

Installation from CD-ROM

BREACH3 will need to install some files to your hard drive to run properly. If you do not have sufficient hard drive space available, the installation program will alert you and abort; free up more disk space and restart the installation. There should be **one** CD-ROM disk.

- A) Before starting to install the game, make sure that your computer is turned on and that the MS-DOS prompt is showing. The prompt should look like this: **C:\>**. Exit completely out of any other programs you may have running, such as Windows or Dosshell.
- B) Insert the game disk into your CD-ROM drive and change to that drive. Do this by typing the letter designation of your CD-ROM drive, followed by a colon, followed by Enter. For example, if your CD-ROM drive is your “D” drive, you would type: **D:** , then press the <ENTER> key.
- C) Type **INSTALL** at the CD-ROM drive prompt and press <Enter>. At any time during the process you may press <Escape> to abort the installation.
- D) Continue with the installation instructions D through I as described above for the floppy disk version of **BREACH3**.



Loading BREACH3

To play **BREACH3**, start with the computer turned on and the DOS prompt showing. Exit completely out of any other programs you may have running, such as Windows or Dosshell. Don't try to play the game by just shelling out to the DOS prompt — get all the way out.

Floppy Disk Version:

- A) Change to the drive where you installed **BREACH3** by typing the drive letter followed by a colon. If you installed the game to your “C” drive, type **C:** and press <ENTER>.
- B) Change to the game directory by typing **CD BREACH3** at the DOS prompt. If you used a directory other than the default, type that directory name after the CD instead of “BREACH3” (For example, you would type **CD GAMES/B3**, if you used the other example given in the installation instructions.)
- C) To run the game, type **BREACH3** and press <Enter>.

CD-ROM Version:

Proceed as for the floppy disk version, but first make sure that the **BREACH3** compact disk is in the CD-ROM drive. You must have the disk in the drive to run the CD-ROM version of **BREACH3**.



Quick Start Tutorial

Before You Begin

First, make sure that your game is properly installed and running. If you have problems, refer to the Technical Tips section of this booklet. If you can't find the answers there, contact the Impressions Technical Support Line for assistance. Information on where to get help is listed in the Technical Support section of this booklet.

Before starting the tutorial below, you should get out the Quick Reference Card included with the game and keep it nearby as you play. This will allow you to identify important pieces of equipment. You may also identify most unknown objects on the Mission Display screen by clicking the right mouse button twice until the pointer changes to a pointing hand. Move the pointing hand over the unknown object, and the object's name will appear in a box in the lower center of the screen.

Once you have begun the tutorial game, you may leave it at any time by clicking on the **Options** button found in the lower left corner of the Mission Display screen, selecting **Quit**, and then selecting **Exit** on the Destination Choice screen. If you wish to save your game and return to it later, be sure to select the **Save** option before choosing **Quit**.

A mouse is required to play **BREACH3**, but some commands can also be accessed through the keyboard by simply pressing the highlighted letter on the appropriate button. You may also scroll around the Mission Display screen view window and scroll through choice lists using the arrow keys. Whenever this tutorial asks you to click your mouse, assume that you should click the left mouse button unless the tutorial specifically says otherwise.

Sometimes a picture of a clock face may appear briefly after you select a command; this is a "wait" signal that tells you your computer is processing the command. The clock will disappear and the regular mouse pointer reappear when the computer is ready to continue.

This tutorial will walk you through a simple **BREACH3** campaign containing only a single mission. It will cover the most important commands of the game to get you started, but will not explain every single control and display. For information on options not covered in this tutorial, refer to the Game Reference manual. Also, the use of the Campaign Builder is not described here; full and complete instructions are included in the Game Reference manual.

Important Note: The marines in your squad are considered “intelligent”; this means that they may occasionally disobey your orders, use a different weapon than the one you ordered, use a medkit without permission, or do other unexpected things. Your Squad Leader is the only marine who will always do exactly what he’s told, since he *is* you.



Starting the Game

You should begin this tutorial with **Breach3** up and running. Once the title screens have passed, the *Destination Choice* screen will appear. Normally, you would begin by selecting the “Create Squad Leader” button, but for this tutorial you will be using a pre-created Squad Leader, so click on **Campaign Assignments**. This will bring up the *Campaign Assignment Screen*.

The column at the left side of this screen lists the available campaigns. Click on **TUTORIAL.B3C**. The top half of the right side column lists the available Squad Leaders; there should only be one name on the list, so he will be automatically selected. The bottom half of the right side column lists the currently saved games, and should therefore be empty right now.

To start a new game, click on the button in the Saved Games box marked **Make**. A box will pop up to allow you to enter the name of your new game. Type in a name of up to eight characters, press Enter, and click on **OK**. Your new game will appear in the Saved Games box. Since it is the only game available at this point, it should be automatically selected. Click on **Play** to begin.

The first screen to appear will be the *Campaign Briefing Screen*. This gives you some information on the task you are being sent out to complete. By the side of the text box is a set of arrows you can use to scroll through the briefing text. Read the campaign briefing, and then click on **Continue**. A second briefing screen will appear, this one for the specific mission you are being sent on. (Since this tutorial campaign includes only one mission, the information on both of these screens will be pretty much the same. In a larger campaign with several missions this will generally not be the case.) Read the mission briefing, and then click on **Continue**.

Assemble and Equip Your Squad

After you finish with your mission briefing, the *Squad Selection Screen* appears. The scrolling box at the top right of the screen shows you the list of marines you can choose from to add to your squad. You may have up to nine marines for a mission, not including your Squad Leader. (This is assuming there are nine or more marines available to



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choose from; sometimes you may not have that many men available.) For this tutorial, you will want to add all of the six available marines. One of the marines on the list will be highlighted; click the **Add** button at the bottom of the screen and that marine's name will appear on the list at the bottom right of the screen. Your Squad Leader's name appears automatically at the head of this list.

Click on **Add** again to add the next marine to the roster, and keep doing this until you have added all the available marines. As you add each marine, some information on that soldier will appear on the left side of the screen.

Next, you need to equip your marines and yourself for the battle ahead. On the same screen, click on the button marked **Equip**. This will take you to the *Equip Squad Members Screen*. The pool of available equipment for this mission is very limited, but you'll simply have to make do.

Select your Squad Leader's name from the list by clicking on it. To put an item in a marine's pack, select the item from the double-row equipment inventory at the top of the screen by clicking on it, then drag the item into the first box in the column of boxes in the middle of the screen. To select another marine to equip, click on his or her name in the roster list.

Give each marine a gun, a grenade, and a medkit. Give the anti-energy shield to your Squad Leader, the missile launcher and rockets to a second marine, and the emergency transporter to a third marine. There will be a few extra guns and medical kits left over. Distribute them any way you see fit. Note that you are not *required* to use all of the available equipment, and adding extra equipment does add weight, which causes your marines to tire faster. In this case, you should probably take the extra medkits but leave the spare guns behind. Click on **Done** when you've finished. This will return you to the *Select Squad Members Screen*. From there, click on **Continue** to bring up the *Mission Display Screen* and begin play.

Important Note About Equipment: Sometimes certain pieces of equipment will be essential for your squad to complete its mission. In this case, the Emergency Transporter is vital — without it, you will not be able to accomplish one of your mission goals, that of rescuing the prisoner. If the marine carrying the Emergency Transporter should happen to die before you reach and rescue the prisoner, you will have to take the Emergency Transporter out of his pack so that another marine can use it. To do this, click on the button just above the inven-

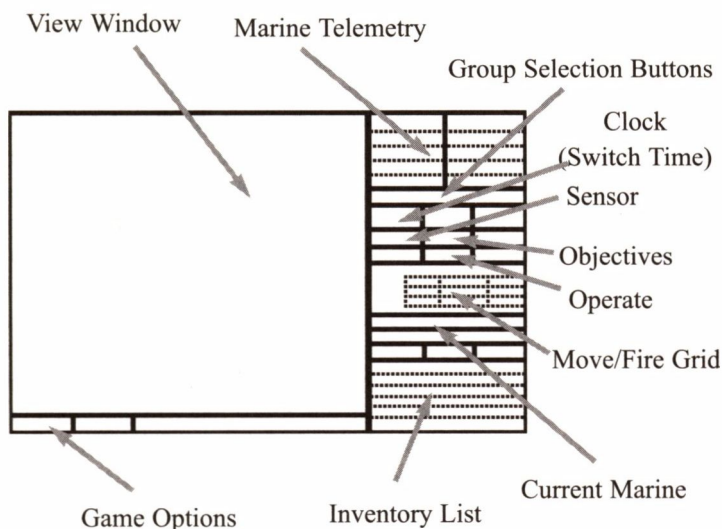
tory list marked **Get**, then click on the body of the fallen marine. A scrollable list of his pack equipment will appear. Click on the item you want to take, and then on the button marked **OK**.

While Time is Stopped

When you first begin the mission, the game is in *Stop Time* mode. In this mode, you can give commands, shift inventory contents, access information on your marines, and select and arrange them into groups. Your squad will not begin to carry out its orders until you switch the game over to *Action Time* mode. At that point, your squad will start to move, fire, and use equipment according to the orders you have given them.

Before you begin the action, however, there are several things you should do first. The diagram below shows you the parts of the *Mission Display Screen* that you will need to use during this tutorial. The other commands available on this screen which are not covered here are covered in detail in the Game Reference Manual, beginning on page 12.

Start by clicking on the button marked **Options**, in the lower left corner of the screen, to bring up the Game Options panel. Find the button marked **Vision** and click on it to change the setting from *Limited* to *Unlimited*. Then click on **Continue** to return to the Mission Display.





Find the button on the right side of the screen marked **OBJ**. This is short for *Objectives*. Click on this button to bring up a panel showing you what goals you are trying to achieve to be able to claim victory on this mission. For this tutorial, you have the following four goals:

1. Locate and rescue one prisoner.
2. Eliminate 50% or more of the enemy soldiers.
3. Destroy any communications equipment in the outpost.
4. Leave the combat area.

You can also see from this panel that you have a time limit of thirty minutes to complete these goals.

Only a small portion of the total mission map can be seen in the View Window at one time. You can scroll the View Window to see more of the area by moving the mouse pointer to the edge of the screen in the direction you want the view to move, or by using the arrow keys.

Note: Your mouse pointer should look like a stylized arrow right now. (See page 3 of the Game Reference for a picture.) There are two other pointers in the game — the targeting crosshairs and the selection hand — but you won't be using the crosshairs until later in the tutorial, and the only thing you need to know how to use the hand pointer for in this tutorial is to identify unknown objects. If you accidentally switch to one of these other pointers by clicking the right mouse button, just keep clicking the right mouse button until the arrow pointer reappears.

To see the entire mission area, click on the button marked **Sensor**. This will bring up an overview of the whole level. Your troops are represented by small yellow squares at the far left side of the screen, while the outpost you need to take is visible, covering the right half of the screen. Only terrain and non-mobile objects are visible on the Sensor View — you can't see enemies, equipment, or prisoners from here. The yellow outline box shows you the area of the map which is currently displayed in the View Window of the Mission Display. To quickly move to another part of the level, click on the sensor map and the outline box will jump to that location. When you return to the Mission Display by clicking the button marked **Esc**, you will see the new area showing in the View Window. Since one of your goals is to get out of the mission area after accomplishing your objectives, you should locate the **Exit Square** which represents the path out of the area. The Exit Square is a blue and gold tile, which, for this mission, you can find in the lower right corner of the level. You will have to

get your squad to this location in order to leave. (See the Quick Reference Card to find out exactly what the Exit Square looks like.)

After you find the Exit Square, relocate your marines in the view window. You can see that each of them has an orange marker, or *Dog Tag*, above his or her head. Each marine has a unique ID number on his dog tag, and your Squad Leader is always number Zero. These dog tags appear only in Stop Time.



Now, look at the marine telemetry box in the upper right corner. Each of your marines has a line of information next to his ID number. First is the heartbeat indicator; this will go flat if your marine is killed. Next to that is a vertical orange bar, which is a rough indicator of the marine's current health. This bar drops as the marine takes damage, and when it is completely gone the marine is dead. Next to the orange bar is a purple one which shows the marine's current fatigue level. A marine's fatigue drops when he is called to do strenuous tasks, such as running at full speed with a heavy pack for a long time. When a marine's fatigue drops to zero, he is exhausted and can no longer move, fire, or follow any other orders until he has rested. Fatigue will recover at a slow steady rate during the mission, but health returns only with the use of a Medkit.

Place the arrow pointer on the ID number of your Squad Leader on the telemetry panel (not on the dog tag) and click. You will see several things happen.

- The ID number will turn red, and the Squad Leader's dog tag will turn yellow with a red number. This indicates that this marine is both *selected* and *current*. (The meaning of these terms will be covered in a moment.)
- His or her current movement and firing orders will appear as a red marker in the *Move/Fire Grid*.
- The marine's name appears in the *Current Marine* bar, and the contents of his pack are displayed in the *Inventory List*.
- If you want to, at this point, you can click on the button marked **Docket** and see the marine's docket sheet. Click on **Exit** to return to the Mission Display when you are done reading the docket.

Prepare your squad leader for battle by moving your mouse pointer to the inventory list and clicking on his gun. The gun will become highlighted to show that it is his current weapon, and you will see him readying the weapon in the View Window. Then click on the Anti-Energy Shield. A small box to the left of the object's name will turn



red to indicate that that item is in use. In general, any item that is an offensive weapon will be highlighted when it is currently in use, while any non-offensive item will be flagged with a red marker. You may only use one offensive weapon at a time, but you may use as many non-offensive items at once as you like.

Now select another marine by clicking on his ID number in the Telemetry box. You will see that the Squad Leader's ID number changes to yellow and his dog tag becomes yellow with a black number. This means that the Squad Leader is still *selected* but is no longer *current*. The newly-selected marine's ID number and dog tag will change color to show that he is now *selected and current*.

You can give orders to all marines who are **selected** at any one time, but you may only adjust the inventory of the marine who is **current**. Only one marine may be current at a time, but any number of marines may be selected at once, right up to the entire squad. For the moment, though, you will only arm your marines, not give orders. Select each of your marines one at a time and click on the gun you want him to be using. Use only the laser weapons. Save the missile launcher and grenades — you'll be needing them later.

If you need to deselect a marine, just click on his ID number a second time. To instantly make any marine both *current and selected*, click the **right** mouse button on that marine's ID number.

Once all your marines are armed, find the button marked **All** just under the Marine Telemetry box and click on it. This button will select all of your marines at once.

Now, look at the **Move/Fire Grid** in the middle of the right side column. While you may give specific orders to specific marines at any time, you will probably want to start by giving general orders for movement rate and firing conditions to your marines and letting them use their own initiative. You do this by selecting one of the nine options in the Move/Fire Grid. Click on the box in the *center* of the **Move/Fire Grid**, the one at the intersection of **Jog** and **Return**. It will turn red.

The three options at the left of the grid (Walk, Jog, Run) tell your marines what pace to set when they move; the faster they move, the more fatigued they will get. The three options at the top of the grid (Hold, Return, Fire) tell your marines to either *hold their fire* until given specific instructions, to *return fire* when fired upon, or to use their own judgment and *fire at will*. Selecting the center option tells your marines to move at a moderate rate and to shoot at anything that

shoots at them. When you change over to Action Time, every marine in the squad will use these basic orders to determine his actions during the mission until and unless you change the basic order or issue specific orders to individual marines. If you have multiple marines selected and some of them have different basic orders, the Move/Fire Grid will show a red marker for the orders which the current marine is following, and a yellow marker for any orders being followed by any other marines in the group. (So you could conceivably have several markers showing in the Move/Fire Grid at one time, but never more than one red one.)



The last thing to do before you start the action is to decide on a direction or destination for your marines. With the arrow pointer, find a location on the map where you want your marines to go, and click on it. (Make sure they're still all selected.) Toward the entrance of the outpost might be a good choice. When the action starts, your squad will begin to move toward that spot, shooting at anything hostile they run into along the way.

Setting The Battle In Motion

When you have all your marines armed and have given them their starting orders, you are ready to go. Find the yellow and black digital clock timer and click on it. The clock changes to black numbers on a yellow background and starts running, and the game switched into **Action Time**. Your marines will instantly start moving toward the destination you chose. When they reach that point, they will stop and wait for you to choose a new destination. You can select a destination in either Stop or Action Time.

At any point in the game you can click on the timer clock to change back to **Stop Time**, and all action will freeze. You can then change orders, select new targets, and manage inventory. When you are once again ready for action, click to clock to start things moving.

Move your marines across the field toward the door of the outpost. Enemies will appear on the map when your marines get close enough to see them, and will exchange fire with your squad. They do not have to be visible on screen to be firing at your marines or for your marines to be firing back. The doors in the outpost will open automatically as your marines approach them.

If any of your marines take significant damage on the way to the outpost, make that marine current by clicking the right mouse button on his ID number in the telemetry box and then click on the *Medkit* in his



or her pack. The Medkit will instantly restore up to half of the marine's health. Each Medkit can be used only once and is used up completely whenever you click on it, so use them only when your marines really need the help. You may use a Medkit in either Stop or Action time. Be especially careful of your Squad Leader's health; he represents you, and if he is killed, the mission instantly ends in failure.

Once you have your squad in the building, you need to get to work on accomplishing your objectives. At any time, you can click on the **OBJ** button to see how close you are to finishing each of your goals for the mission. When an objective is accomplished, a check mark will appear in the box next to it.

Destroy Communications

First, you're going to deal with destroying the communications panel. You only need to find and destroy one of these to accomplish the goal. Move into the corridor and send your team through the first door to their left. Go through this room and into the room beyond, dealing with any enemies you encounter along the way. In this room you should see two Communications Panels. (Check the QR Card or use the hand pointer to confirm that you've found the right piece of equipment.)

Equipment cannot be destroyed with lasers, so you will have to use grenades or rockets to destroy the Communications Panel. ***Be very careful with these weapons!*** Both grenades and rockets destroy things in an area around whatever they hit; the bigger the grenade or the rocket, the bigger the explosion will be and the farther away you want to keep your marines. Also, furniture can block a grenade throw, which may cause the grenade to blow up under the feet of your squad. You can easily kill your entire squad this way if you aren't careful. In general, you should treat any explosive weapon with care to keep from hurting your own people with friendly fire.

You're going to destroy the Communications Panel with a grenade and save the rockets for a different use. Choose a marine with a grenade (either size should do for this job, though the bigger ones are more sure), move him so he has a clear line of sight on the target, and get everyone else out of the way.

To target a grenade: Make the marine current and select the grenade in his pack list. Deselect all the other marines. Click the **Right** mouse button once to make the **Targeting Crosshairs** pointer appear. Click the crosshairs on the equipment you want to destroy. The marine will throw the grenade, and assuming his throw is accurate and no other furniture is in the way, the console will explode.

Once a marine has thrown a grenade or fired a rocket, he will automatically go back to using his laser gun. If you want a marine to throw more than one grenade or fire more than one rocket, you need to select and target each one separately.

Rescue the Prisoner

When the Communication Panel has been dealt with, move your squad east through two small rooms. You should end up in an unoccupied but furnished small cell. The prisoner you're looking for is in a similar cell just to the east of the one your marines are in. You're going to use your rockets to blow down the wall between the two cells.

Find the marine who is carrying the Multi Launcher. Move him so he has a clear line of sight on the wall, and get everyone else out of the way. Make the marine carrying the launcher and rockets current, and click on the **rocket** in the pack list. Don't click on the *launcher* — it won't work. The launcher can launch several types of rocket, so to be clear about what is to be fired you must select the missile itself. Deselect all the other marines, and target the rocket the same way you would target a grenade. If the marine has targeted the wall properly, the rocket should blow a hole in it, revealing the prisoner on the other side. (Check the QR Card or use the selector hand to make sure.)

You will rescue the prisoner using the Emergency Transporter unit one of your marines is carrying. Find the marine with the Transporter, make him current, and click on the Transporter in his pack list to activate it. A panel will appear asking you who you want to transport. Click on the prisoner, and he will be transported out of the outpost to safety.

Finishing Up

Now that you've knocked out communications and gotten your lost marine back, all you have to do is make sure you've killed at least half of the enemy and then get out of the outpost. The place you are trying to reach is the Exit Square, which is found down in the far lower right corner of the mission area, just outside the back door of the outpost. Pick a path that will get you to that point, and get your squad moving.

You will encounter enemies along the way who will try to stop you. By the time you reach the Exit Square, you will almost certainly have taken care of the goal of killing 50% of the opposition. Before going out the back door to the Exit Square, however, stop time and click on the **OBJ** button. Check your objectives and make sure that you've ful-





BREACH3

filled all of them but the last one, leaving the area. If you have managed to get this far without taking out 50% of the enemy, you will have to lead your squad back into the outpost and search through rooms until you find and deal with enough of the outpost's personnel to satisfy this objective. Then return to the Exit Square.

To use the Exit Square, select all of your marines except your squad leader, then click on the button marked **Operate**. A panel will appear asking you to select the object to operate. Click on the Exit Square, and your marines will be transported out to safety one at a time. You could send your Squad Leader out at the same time if you like, but it's best to send him out last, as otherwise some of the squad may get left behind. When the last of his squad is out, select your squad leader and once again click on *Operate*, then the Exit Square.

When the Mission is Complete

The mission will end when you either complete your objectives, or your squad leader dies. In either case, a final picture and message will be displayed to show you that the mission (and the campaign) are complete. At this point, you will probably want to take a look through the Game Reference manual to learn about the game options not covered here, and then create your own Squad Leader and get to work winning the war.

Good luck!

Keyboard Commands

A mouse is required to play **BREACH3**, but you can access some commands from the keyboard. Any button with a highlighted letter can be pressed from the keyboard by typing the highlighted letter. You may also scroll the View Window by using the arrow keys.

Technical Tips

We have found that many of the common problems our customers experience with their machines have simple answers. If you are experiencing one of the problems listed below, please try the solution(s) provided before searching elsewhere for answers.

1. WHY DOES IT SAY "NOT ENOUGH MEMORY FOR WORK AREA" WHEN I TYPE THE GAME COMMAND?

This game is a protected mode program which may be incompatible with some of the other programs that load into your machine when it boots up, including memory managers.

There are three ways to deal with this:

- a. Press down and hold the <F5> key as soon as you see the words "Starting MS-DOS" when starting or restarting your machine. This will bypass your configuration files, so that you won't be loading in the things that you don't need. If you use this approach, you will need to manually load your mouse driver and, if necessary, your VESA driver (see below); manual loading is usually a simple matter of finding the device driver(s) and typing their name(s).
- b. Make a game/boot disk according to the instructions in the "How do I make a game/boot disk" section below.
- c. If you are comfortable with editing your configuration files, edit your config.sys file to create a boot configuration that disables references to all memory managers, such as HIMEM.SYS, EMM386.EXE, QEMM, 386Max, etc. as well as disk caching programs such as SMARTDRV.EXE or Opticache and anything else you don't explicitly need to run the game. Edit your AUTOEXEC.BAT to create a configuration path that removes references to disk caches and all other TSRs beside your mouse driver and, if necessary, your VESA driver.

2. WHY DOESN'T MY MOUSE WORK?

If your mouse does not work at all:

-Is the mouse installed for DOS? Windows uses its own drivers, and therefore works without a properly installed DOS mouse driver; For this reason, you cannot assume that because a mouse works with a Windows system that a mouse driver for DOS programs is currently installed.

To find out whether or not such a driver is installed: -enter a DOS application that supports a mouse, such as the EDIT utility (DOS 5.0 or later) or a DOS word processor (or anything else, besides Windows, that loads from the DOS prompt and uses a mouse). If the mouse does not respond at all in such a program, then the DOS driver is not properly loaded. Check the disk or manual that came with your mouse for instructions on how to install it.

If the mouse works sporadically (jumping around, not clicking properly, etc.):

-You may not have a 100% Microsoft compatible mouse driver (this has nothing to do with hardware, only software). Check your hard disk for a file called MOUSE.COM, as some upgrade versions of DOS include this Microsoft mouse driver (type "dir mouse.com /s<enter>" at the C:\ root directory prompt). If not already on your system, such a driver can be obtained from either the vendor or manufacturer of your computer or mouse.





3A. HOW DO I MAKE A GAME/BOOT DISK? (*FLOPPY DISK VERSION*)

(If you do not have a formatted disk, place a blank disk into A: and type:

FORMAT A: <enter>

follow the onscreen instructions; if an error message is encountered, make sure the disk is the correct density for the drive and then consult your DOS manual).

Place a blank formatted floppy disk into drive A: and type:

C:<enter>

SYS A:<enter>

You must copy your DOS mouse driver and, if necessary, your VESA graphics driver to the boot disk (in drive A:); these drivers might be found either on your hard drive or on floppy disks that came with your system for the mouse and video card respectively. The mouse driver may be called MOUSE.COM, MOUSE.EXE or MOUSE.SYS or something similar, and the VESA driver, may be called VESA.COM or VESA.EXE or something similar. If you do not know how to copy files, consult your DOS manual.

After copying the above files, create the configuration files on your A: drive. If your mouse driver has an extension of *.SYS, create a CONFIG.SYS file by typing:

COPY CON A:CONFIG.SYS<enter> (It is normal that the prompt no longer appears when you type <enter>)

now type:

DEVICE=A:\MOUSE.SYS<enter>

(change this line depending on the name of your file)

then to close the first file:

<ctrl>-Z<enter> (hold down the <ctrl> key and type "z", then press the <enter> key)

The boot disk must contain an AUTOEXEC.BAT file, which is created by typing:

COPY CON A:AUTOEXEC.BAT<enter>

PROMPT \$P\$G<enter>

PATH C:\DOS<enter>

if you need to load a VESA driver, enter it here:

VESA.COM<enter> (alter this line depending on the name of your VESA driver)

if your mouse driver is a *.COM or an *.EXE file, enter it here:

MOUSE.COM<enter> (alter this line depending on the name of your mouse driver)

C:<enter>

<ctrl>-Z<enter> (hold down the <ctrl> key and type “z”, then press the <enter> key)

If the hard drive is configured with auto-compression software, such as Stacker or DoubleSpace, refer to that package’s manual for instructions on loading the driver.

To boot from this floppy disk, leave it in drive A: and restart the computer. Change to the directory that holds the game, then type in the command appropriate to run the program (then have fun).

3B. HOW DO I MAKE A GAME/BOOT DISK? (*CD-ROM VERSION*)

Format a floppy disk in drive A: by placing a blank disk into A: and typing “FORMAT A: /S”; follow the instructions onscreen; if an error message is encountered, be sure the disk is the correct density for the drive (high density is necessary for current machines). If further errors are encountered, try another disk. Leave the formatted floppy in drive A:.

At the DOS prompt, type “C:” then press the <enter> key, then type “CD \” and again hit the <enter> key (assume when the following text says “<enter>” that you should hit this key). The prompt should now read: “C:\>”.

Start your text editor by typing “EDIT C:\CONFIG.SYS<enter>” (the example used in this case is the MS-DOS EDIT utility that comes with MS-DOS 5.0 or later; the command to run the editor and the commands to save and exit may be different depending on what program you use, the important thing is to open the editor with the file named after the example EDIT command). You should now see the editor screen, which is a blue screen that says “FILE EDIT SEARCH OPTIONS” in the upper left corner of the screen. “CONFIG.SYS” should be displayed in the center top of the screen.

Find the line in the file that loads in your CD-ROM device driver. It probably starts with something like:

“DEVICEHIGH=C:\CDSTUFF\MYCD.SYS” (this will not be the actual name of the path and filename, you need to either figure these things out or consult the technician or documentation for your CD drive to find the name and syntax of this device driver) and may include more text on the line. Copy the whole line down on a piece of





paper, including any other text that comes after the .SYS filename; if possible, print the file out and underline the appropriate text. Exit out of the EDIT utility (you can do this by holding down the <alt> key and typing “f”, then when the file menu drops down, type “x” or, if your mouse is working, just click on “File” in the upper left hand corner, and then “Exit” in the file menu).

Now open your AUTOEXEC.BAT file, by typing “EDIT C:\AUTOEXEC.BAT<enter>”.

Find the line in the AUTOEXEC.BAT file that contains the following letters “MSCDEX”; Again there will probably be more information on the line than just the program location and name. Either write it down, letter for letter, or print it out. Exit the editor and return to DOS.

You must copy your DOS mouse driver and, if necessary, your VESA graphics driver to the boot disk (in drive A:); these drivers might be found either on your hard drive or on floppy disks that came with your system for the mouse and video card respectively. The mouse driver may be called MOUSE.COM, MOUSE.EXE or MOUSE.SYS or something similar, and the VESA driver, may be called VESA.COM or VESA.EXE or something similar. If you do not know how to copy files, consult your DOS manual.

Change the current drive to drive A: by typing “A: <enter>”. The prompt should now look like: “A:\>”. Open your editor by typing “EDIT A:\CONFIG.SYS”. Type in the following file ignoring the stuff between parentheses (“(“ and “)”):

```
DEVICE=C:\CDSTUFF\MYCD.SYS /D:drivename
```

(Replace this line with whatever the CD-ROM driver line is in your C:\CONFIG.SYS file and remember to include all the information that comes AFTER the SYS filename on the line. If any other information is found between the “DEVICEHIGH” and the “=”, it should be ignored; you may not encounter this, so don’t worry if you don’t.)

(if your mouse driver is a *.sys file, enter the following line as well:)
DEVICE=A:\MOUSE.SYS

(remember to alter the filename according to the specific filename of your mouse driver)

If the hard drive is configured with auto-compression software, such as Stacker or DoubleSpace, refer to that package’s manual for instructions on loading the driver and include the appropriate line before the CD driver in this file.

Once the CONFIG.SYS file is finished, save it and exit the editor. (To save a file in the MS-DOS editor, either use the mouse, if working, to choose the "File" menu, then "Save", or hold down the <alt> key, type "f" to drop the menu, then "s" to choose "Save").

Start up the editor again from the A: drive by typing: "EDIT A:\AUTOEXEC.BAT". Type in the following file:

```
PROMPT $P$G
```

```
PATH C:\DOS
```

```
C:\DOS\MSCD.EXE /D:drivename
```

(you must remember to change the driver name according to the one you wrote down from your C:\AUTOEXEC.BAT file, and include all the other letters and numbers that come after it on this line)

(if your mouse driver is a *.COM or *.EXE file, enter it here:)

```
C:\MOUSE\MOUSE.COM
```

(alter this line depending on the path and name of your mouse driver *.COM or *.EXE file. Refer to the following section on "Why doesn't my mouse work?" for more information.)

```
C:
```

Save the file and exit the editor.

To boot from this floppy disk, leave it in drive A: and restart the computer. Change to the directory that holds the game, then type in the command appropriate to run the program (then have fun).

4. HOW DO I SET UP MY SOUND CARD?

Setting sound card parameters:

To use a sound card with an Impressions program, it is sometimes necessary to set a number of parameters using the setup utility located in the game directory.

The significant values are the I/O Address, the Interrupt Request Channel (IRQ) and the Direct Memory Access (DMA) values of the relevant sound card. Boot from your hard drive (ie. without a special boot disk) and type "SET<enter>" and look for a line that begins with "BLASTER=" followed by a sequence of letter/number combinations including: Annn, In, Dn (where n represents a numerical digit); Annn is the address, In is the IRQ and Dn is the DMA value.

The setup program allows for specification of the type of sound card as well as the Address, IRQ and DMA values of the installed card; If any of these are incorrectly set, sound will not work with the program.





If no **BLASTER** variable is found from **SET**, consult either the sound card manual or the technician who installed the device to obtain the Address, IRQ and DMA values.

Sound card emulation:

If you are using a card that is not listed as an option in the setup program, it probably emulates something else. It is usually a good idea to use the oldest version of whatever card your system is emulating (ie. choose SoundBlaster over SoundBlaster pro), as the older cards are usually better documented so that emulation of those works better.

5. MEMORY MANAGERS

Don't use them because they may cause conflicts with the protected mode runtime program. Memory managers include programs such as **HIMEM.SYS**, **EMM386.EXE**, **QEMM**, **386Max**, etc.

6. WHY IS MY CD-ROM GAME RUNNING SO SLOWLY?

CD-ROM drives are much slower than hard drives. When running a program from a CD-ROM, if you don't run a disk caching utility, the program will probably run slowly. A disk cache program sits between the physical disk drive and the program, reserving an area of memory that stores the information most recently read from, or sometimes written to, the drive. This speeds the system by keeping data, that a program might need to look at more than once, in memory instead of on the disk; for a computer, looking at memory is much faster than looking at the disk.

The problem with this for protected mode programs is that disk cache programs take up much needed RAM. Unless you have 8 or more megabytes of system RAM, you will probably run into memory problems when running a protected mode program with a disk cache.

Some CD drives come packaged with caching software, but the most common such utility is **MS-DOS Smartdrive** (**C:\DOS\SMARTDRV.EXE**), which also caches other disk drives. All versions of Smartdrive that come with or after **MS-DOS** version 6.2 (file date 9/30/93) can cache CD-ROM disks.

MSCDEX (**C:\DOS\MSCDEX.EXE**) is a program that comes with **DOS** and is packaged with some CD-interface or drive hardware. Along with a properly loaded CD-ROM device driver, it lets **DOS** see the CD as a disk drive; without **MSCDEX**, you cannot access a CD-ROM drive through **DOS** or **Windows**.

To make sure Smartdrive and **MSCDEX** are set up properly, check your **AUTOEXEC.BAT** file. So long as your CD drive has been prop-

erly installed, there should be a line that loads in MSCDEX and possibly a line that loads in Smartdrive, or some other cache program that might have come with your drive. Make sure the line that loads in the caching program comes after the line that loads in MSCDEX; if you don't do this, the caching software will not work.

The line in the AUTOEXEC.BAT file that loads MSCDEX looks something like: "C:\DOS\MSCDEX...", and usually includes other things after the "MSCDEX" such as the DOS name of the CD device and a number of other things; assume all these things after the "MSCDEX" are necessary if you are going to cut and paste between configuration files. The line that loads in Smartdrive should look something like: "C:\DOS\SMARTDRV.EXE".



Still Having Problems? Before You Call...

In order to allow us to help you more effectively, please try to follow the suggestions below before you call for help. This will assist us in finding the answer to your problem as quickly as possible, so that you can begin playing and enjoying your new game.

1. READ AT LEAST THE FIRST FEW CHAPTERS OF YOUR DOS MANUAL. The more you know about the operating system that your machine is running, the easier it will be for any technical support to help you solve any problems. You should at least be familiar with how DOS commands work, what disk files and directories are, and what utilities are available on your machine for editing text files.

2. FIND OUT AS MUCH AS POSSIBLE ABOUT HOW YOUR MACHINE IS CONFIGURED. What version of what brand operating system is running on the machine? (At the command prompt, type "VER" and hit enter to find out what version of DOS is running) What kind of chip is running your machine? ('486? '386? '286? 8086?) How much memory is in the system? How much conventional memory is free? (Free conventional memory should be above 590k or so) How much hard disk space is free? What kind of video card is in your machine? (SVGA? VGA? EGA? Brand name?) What kind of sound card, if any, is in your system? Do you have a CD-ROM drive? Are you using Stacker, DoubleSpace or some other kind of disk compression? Are you using QEMM or some other third party memory manager? If Windows 3.1 is installed on the machine, you can run



Microsoft Diagnostics to find out some of these things, if you do not already know about them (type "MSD", then hit <enter> at the command prompt). If necessary, call whomever it was that originally configured your system to answer these questions. It's also a good idea to print out your CONFIG.SYS and AUTOEXEC.BAT files (usually in the root directory of C:) and keep the printouts handy.

3. SET UP THE COMPUTER NEAR THE PHONE WITH THE PROGRAM INSTALLED ON THE HARD DRIVE. It is very difficult for technical support to troubleshoot a computer problem over the phone without having access to the machine in question while it is running. If this is not an option, list every detail about the occurrence of the problem, including all pertinent system configuration information (such as that described in the previous paragraph), and keep this list handy when calling tech support.

4. DEFRAG YOUR HARD DISK. Non-contiguous files on a hard disk can sometimes cause strange and mysterious things to occur. While in the game directory, type "CHKDSK *.*", then hit <enter> at the DOS prompt to find out if all the game files are contiguous or not. A hard disk can be defragmented, or defragged, by using a disk utility program such as SPEEDISK, which is packaged with Norton Utilities, or DEFRAG, a program included with MS-DOS version 6.0 or above. This reorders disk space, making stored files contiguous. If a hard drive has not been defragged for more than a month, and has been used even moderately, it is likely that many of the files on the disk have become noncontiguous.

5. CHECK FOR VIRUSES. Viruses can mess up even the most carefully configured system. Use a memory-resident virus checker (such as VSAFE, a utility that comes with MS-DOS version 6.0 and above) whenever you insert new disks into your machine, and run an anti-virus utility (such as MSAV, another utility that comes with MS-DOS v.6.0 and above) before you call.

Technical Support



If you have difficulties with this game and cannot find the solution in this booklet, please call our Technical Support Line at (617) 225-0848, 9 a.m.-5:30 p.m. EST, Monday through Thursday, and 9am-5pm EST on Friday, and a member of our support staff will assist you. We will be best able to help you if you are at your computer when you call.

Impressions Software also supports a BBS system to provide the latest product information, software updates, and software patches. If you have a modem, you can reach our bulletin board at (617) 225-2042.

Information about *Impressions* can be found on several of the major on-line services. General information about Impressions games can be found in the following places:

- CompuServe:** Type "GO GAMEPUB" and look for the Impressions section.
- GEnie:** Type "M805;1" and watch Category 9 ("Strategy and War Games") for the IMPRESSIONS topic.
- Prodigy:** JUMP to "GAMES BB" and look in the "Strategy/War Games" topic.

Impressions can also be contacted directly through the following addresses:

- CompuServe:** 71333,463
- GEnie:** IMPRESSIONS
- Prodigy:** BCFP34A

If you are not a member of any of these services, and are interested in obtaining more information, please contact:

- CompuServe:** Dial 1 (800) 524-3388 and ask for operator #417 to receive a free introductory membership, \$15 usage credit, and a month's worth of basic services free.
- GEnie:** Dial 1 (800) 638-9636 for a service representative from 8 a.m. to 12 midnight Monday through Friday, and from 12 noon to 8 p.m. weekends.
- or* Use your modem between 8 a.m. and 6 p.m. to connect directly to GEnie at 1 (800) 638-8369.
- Prodigy:** Dial 1 (800) 776-3552 and ask for extension 518.

Intelligence Sourcebook

This section of the manual is intended to provide you with information on the capabilities of your weapons and other equipment, the abilities of your foes, the effects on your squad of the various types of terrain you are likely to encounter, and what exactly is required of your squad to accomplish its goals.

Pictures of all terrain types, objects, equipment, and enemies described below can be found on your **Quick Reference Card**. You may also identify equipment, objects, and enemies while playing **BREACH3** by clicking the right mouse button until the **selector hand pointer** appears, then moving the pointer of the object. A box at the bottom center of the screen will identify the object the hand pointer is touching.

Objectives

Rescuing Prisoners: In order to rescue a prisoner, your squad must have an emergency transporter. To rescue the prisoner, make sure the marine carrying the emergency transporter is within line of sight of the prisoner. Select the emergency transporter in the marine's pack-list. A panel will appear asking you which person you wish to transport. Click on the prisoner, and he will be instantly transported out to safety. Note that *the emergency transporter goes with the prisoner when his is transported out*. Therefore, you will need at least one emergency transporter for each prisoner you intend to rescue.

Killing a Percentage of the Enemy: This is calculated as a percentage of the *mobile* enemy. Immobile oppositions such as gun emplacements and poisonous plants don't count toward the percentage killed.

Holding Occupation Squares: An Occupation Square looks like a tile filled with concentric purple squares. In order for an Occupation Square to be considered "held," a marine must be standing directly on top of the square and must still be in position when the mission ends.

Capturing Datapacks: A datapack can be picked up like any other item and placed in any marine's pack. Once acquired, the data pack





is considered an accomplished goal; even if it is lost or destroyed later, the objective has still been achieved.

Destroying Datapacks: Datapacks can be destroyed by grenades or rockets, but not by laser weapons.

Cracking Computers: To crack a computer, your squad must have a Crack Unit. To use the Crack Unit, the marine carrying the item must be within line of sight of a Data Terminal. Select the Crack Unit in the marine's pack list. A panel will appear asking you to select the Data Terminal to use the Unit on; click on the Data Terminal and the data will be downloaded. Also, if you select a marine who is carrying a Crack Unit, then click on the *Operate* button and on the data terminal, the data will be downloaded.

Communications Equipment Destroyed: Communication Panels can be destroyed by grenades and rockets, not by laser weapons. Destroying any *one* communication panel will satisfy this goal; you don't need to destroy all the communications panels present in the area.

Leaving the Combat Zone: To leave the combat zone, you must locate the *Exit Square*, maneuver your marines to that location, then click on *Operate* and select the Exit Square. You should try to send your Squad Leader out last, since some of the squad may get left behind otherwise.

Terrain

Different types of terrain present different problems for marines trying to navigate across them. Terrain is listed below in increasing order of difficulty. Some types of terrain may also require that your squad carry oxygen tanks in order to traverse them safely; these terrain types are listed at the bottom.

Easy: All floors except unpressurized areas, all gratings, all special squares (exit, entry, and occupation), dirt and grass.

Moderate: High Ground.

Difficult: Rock/Crystal

Very Difficult: Shallow Water.

Requires Grav Belt: Tar Pit/Lava, Deep Water, Empty Space (on ships, not planets.) Any terrain that requires a Grav Belt to cross is impossible to traverse without one, but **Easy** to cross when wearing the belt.

Terrain Requiring Oxygen: All “outside” terrain squares on a planet with an unbreathable atmosphere (Dirt, Grass, Lava, Crystal, High Ground, Shallow Water, and Deep Water,) any unpressurized floor areas on a spaceship.

Special Note: An “Empty Space” terrain tile is *uncrossable by any means* when placed on a planet. Campaign builders should be careful not to unintentionally leave any empty spaces on planets.

Objects

Most of the objects you will see on any mission map are simply “furniture” — they get in the way, but do nothing else. A few objects, however, have special uses.

Grav Lifts: A Grav Lift allows your marines to move between levels. To use it, select the marines you want to move to the new level, then click on the *Operate* button, then on the lift. A panel will appear, listing the levels to which that Grav Lift can carry your marines. Choose a level by clicking on it. All the selected marines will try to use the lift.

Transporters: Transporters are another means of moving between mission levels (or between two different sites on the same level), but you have no knowledge of or control over the destination to which your marines will be sent. The transporter is operated in the same manner as a Grav Lift.

Grav Cycles: Grav Cycles work much as Grav Belts do, allowing marines to cross terrain otherwise uncrossable. Grav Cycles are not carried by the marine, however, and so do not add to his pack weight. Grav Cycles are also too large to take down Grav Lifts and may not fit though other narrow spaces. A marine on a Grav Cycle moves at the speed of a walk, but uses no endurance and is not stopped by terrain.

Manual Doors: An *Auto Door* will automatically open if any marine gets near it. A *Manual Door* needs to be opened by hand.





Generally, if directed to go through a manual door, the marine will simply open it himself and proceed through. However, if you want to open a Manual Door to look through it without actually sending anyone inside, you can do so by selecting a marine, clicking on the *Operate* button, and then on the Manual Door. The door will be opened but the marine will not go through until ordered.

Prisoners and Data Terminals: Since these two objects are actually *Objectives*, see the Objectives section of this Sourcebook for instructions on what to do with them.

Reactor Controls, Reactor Cells, and Fuel Tanks: Reactor cells and fuel tanks will explode if fired upon, damaging anything nearby. If a reactor control panel is destroyed, there is a chance that any nearby reactor cells might also explode.

Weapons and Equipment

Standard Weapons

34mm Laser Rifle (4 Kg) : Does 24 points of damage to an enemy per hit.

40mm Laser Rifle (6 Kg): Does 30 points of damage to an enemy per hit.

54mm Laser Rifle (9 Kg): Does 36 points of damage to an enemy per hit.

20mm Laser Pistol (1 Kg): Does 12 points of damage to an enemy per hit.

35mm Laser Pistol (2 Kg): Does 18 points of damage to an enemy per hit.

20mm Stun Pistol (1 Kg): Stuns opponent for 5 seconds.

28mm Stun Pistol (2 Kg): Stuns opponent for 7 seconds.

One-Shot Weapons (Projectiles)

4cm Rocket (0.5 Kg): Destroys any normal objects and creates a medium-sized explosion. Can breach all but fortified walls and security doors. Can only be used by a marine also carrying a multi-launcher.

5cm A.P. Rocket (1 Kg): Destroys any normal object and creates a medium-sized explosion. Can breach all walls and doors. Can only be used by a marine also carrying a multi-launcher.

7cm Rocket (1.5 Kg): Destroys any normal objects and creates a large explosion. Can breach all walls and doors. Can only be used by a marine also carrying a multi-launcher.

100g Fragment Grenade (0.2 Kg): Destroys any normal objects, but is not powerful enough to breach walls or doors.

400g grenade (0.5 Kg): Destroys any normal objects, and breaches interior ship walls, normal and rock walls on planets, and all doors.

Smoke Grenade (0.2 Kg): Does no damage, but fills an area with smoke, reducing the enemy's chances to hit.

200g Neutron Grenade (0.5 Kg): A grenade that kills anything living within a medium-sized area but does no damage to non-living objects.

800g Neutron Grenade (1 Kg): A grenade that kills anything living within a large area but does no damage to non-living objects.

Special Weaponry

Multi Launcher (4 Kg): This launcher will launch any sized rocket the marine is carrying. It cannot be used directly, but must be in possession of the marine in order for him to fire a rocket.

Proximity Mine (2 Kg): When placed, this mine is set to explode when anything moves within a specified radius. To use this item, select it in the pack list, enter the desired range, and click on a location to plant the device. Once planted, the device shows up in the View Window as a flashing yellow dot. Once all marines and enemies have moved out of its range, the dot changes to flashing red, indicating that it is now armed. Proximity mines are powerful enough to breach walls and doors.

Remote Charge (1 Kg): This explosive device can be placed by one marine and then activated remotely by any other marine in the squad. To use the Remote Charge, select the item in the pack list, then click on a location to plant it. The planted charge shows up in the View Window as a black square with a flashing green dot. To detonate the Charge, click on the *Operate* button, then on the charge. A Remote Charge is powerful enough to breach walls and doors.

Auto Fire Pod (3 Kg): AF Pods are a mobile version of the UDP Autogun, and do the same level of damage with their energy weapons. To use this device, select it in the pack list, then click on the location to place the Pod. The Pod activates as soon as there is no one in range. An activated pod has flashing lights on top of it





and should not be approached, as it cannot tell FW Marines from UDP forces. If the pod's lights are out, it may be picked up and replaced in a marine's pack.

Non-Offensive Equipment

Anti-Energy Shield (9 Kg): This device, once activated, protects a marine against energy weapons, reducing the damage from each hit to half. This Shield has no effect against the attacks of Wadgels, Beasts, Brains, or Poisonous Plants.

Anti-Radiation Shield (2 Kg): This device, once activated, protects a marine against neutron blasts and extended exposure to reactor cells.

Oxygen Cylinders (4 Kg): These allow marines to cross unpressurized areas on ships and planet terrain where the atmosphere is unbreathable.

Medical Kit (1 Kg): When selected, this device increases a marine's health points. Once selected, the MedKit is completely used up, regardless of how many (or how few) health points were restored.

Chronokleptic Tablets (0.1 Kg): These chemicals doubles the amount of movement a marine gets per every second of game time. The effects last 120 seconds.

U.V. Goggles (0.5 Kg): This device allows marines to see in rooms that do not have working lights in them.

Life Form Detector (1 Kg): When triggered, this device will show all life forms within about a fifteen-square range, ignoring walls. Inorganic enemies such as Robots, Bipedes, Seekers, Gun Emplacements, and Autoguns will not register. The Detector remains active indefinitely.

Terrain Detector (1 Kg): This device is useful to a squad when its visibility is limited. When triggered, it reveals all terrain features up to fifteen squares away. It can detect through walls.

Camo-field (7 Kg): This device, once activated, makes a marine invisible to enemies.

Grav Belt (5 Kg): This device allows marines to float over any terrain type and maneuver in outer space.

Drop Sensor (1 Kg): This device, when planted, keeps a constant update on the sensor screen of any enemy life forms within 15 squares of where it has been placed. A placed drop sensor appears in the view window as a red square with a flashing purple light. To activate it, select the marine carrying the device, select the item in the pack list, and click on the location to place the device. A drop sensor remains active indefinitely. Enemy soldiers will ignore drop sensors, but they may be destroyed by your own weaponry if your marines are careless.

Magnetic Boots (3 Kg): When activated, these will protect a marine from being tossed around by explosive decompression during a depressurization in space.

Crack Unit (2 Kg): This device can be used by any marine to break into data terminals. The device is not used up in the process and may be reused in later missions. See the *Objectives* section for details on its use.

Emergency Transporter (4 Kg): This device can be used to transport any one person out of the combat area, prisoner or marine (but not an enemy.) See the *Objectives* section for details on its use. The transporter goes with the person being transporter, so can only be used once.

Data Pack (0.5 Kg): These are used to store information, and have no use other than as mission objectives.

Opponents

Mobile Enemies

Alien: Members of this extraterrestrial race have refused to identify themselves by any sort of racial name to their enemies in the Federated Worlds. The warriors of their soldier caste who fight alongside the UDP wear tough, flexible body armor and carry powerful energy handguns. They present a significant danger to FW marines, particularly if encountered as an entire squad.

Beast: Beasts are large carnivorous reptiles that attack by biting with their powerful jaws. They have no ranged weapon, but can





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inflict serious damage on any marine careless enough to walk within range of their teeth. Beasts have thick leathery natural armor over tough, sturdy frames that enable them to absorb a great deal of damage and still keep coming. They also have a tendency to appear in packs.

Biped: A Biped is a smaller and more mobile version of the full-fledged Security Robot (see below.) Bipeds are armed with lasers of strength roughly equivalent to a Gun Emplacement, though they are better armored and insulated against damage. Although they are neither as tough nor as deadly as their big brothers, they should not be underestimated as opponents.

Brain: Brains are hyper-evolved humanoid brains, possibly the result of UDP genetic or surgical experimentation. Their point of origin and motivations for associating with the UDP are unknown. Brains have the power of psychokinetic flight, giving them great maneuverability, and can attack with invisible psionic blasts of great potency. They have little in the way of defenses, however, making them relatively easy to take out.

Feensrock: The Feensrockal are another alien race allied with the UDP. As with the Trizani, they carry standard-issue UPD laser weapons. Feensrock do not wear body armor, but have naturally tough chitinous plates covering much of their body surface which offer them about as much protection as a Scout's light armor.

Juggernaut: The Juggernaut is the toughest individual opponent any FW Marine can face. A Juggernaut is a UDP trooper wearing a suit of highly advanced powered armor. The suit is extremely tough and armed with a collimated-beam corundum-focussed laser cannon that can cook a marine with only a few hits. Juggernauts should be regarded with extreme caution and avoided whenever possible, especially if there is more than one present.

Marauder: Marauders are the UDP equivalent of FW marines. They have fairly good armor and carry laser weapons that pack considerable punch. While not the worst enemy an FW marine can face, they are certainly worthy of respect.

Mudman: The Mudmen are a race of alien metamorphs who can change their outward appearance to look like inanimate objects. They can also fire bioenergy blasts of moderate power. They are not armored, though, and so can be defeated relatively easily, provided you can find them.

Robot: UDP Engineers have designed these effective security robots for use by their armed forces. Robots are mobile and armed with high-intensity lasers. They are also heavily armored and can absorb as much damage as any two average FW marines without becoming disfunctional. They should be regarded as a significant threat when they appear.

Scout: Scouts are weaker versions of the Marauder. They are intended for reconnaissance missions, not heavy combat, and so wear less armor and carry a lighter weapon than their more formidable comrades. A single Scout does not present much of a challenge to a properly prepared FW marine.

Seeker: Seekers are small floating orbs of unknown origin. They may be truly alive, or merely some type of organic machine — the truth remains a mystery. Seekers have the inherent mobility of flight and can fire coherent energy beams of moderate intensity. They are well-protected by their innate forcefields, the generation of which is not presently understood.

Trizan: Members of the Trizani race are bipedal and roughly humanoid in form, but posses the ability to levitate themselves a few inches into the air for short periods of time. This gives them great mobility and allows them to cross difficult terrain with ease. They carry the same standard-issue laser weapon as UDP Marauders and their Feensrockal allies, but wear very little armor and so are easier to kill.

Wadgel: Wadgels are small, weasel-like creatures that attack by firing quills at their targets. Their range of fire is relatively short and the amount of damage small. Combined with the wadgel's small size and lack of armor, this makes them more of a nuisance than a real threat, unless they appear in packs.

Stationary Enemies

Autogun: An Autogun is a small and relatively fragile piece of defensive equipment which has found wide use due to its relative affordability and ease of installation. Autoguns can fire in several directions with their moderate-intensity lasers, but have only a thin shell of armor protecting their vital workings. They can usually be taken out without difficulty, although a defensive wall or nest made of autoguns should be approached with caution.





Gun Emplacement: A Gun Emplacement is a stationary defensive post that operates on programmed instructions. It will fire on any recognized enemy that comes within range of its visual sensors. Though Gun Emplacements do not move, they will lock on to a target and track its movement while continuously firing. They fire laser beams of medium intensity and are moderately well armored.

Poisonous Plant: This carnivorous vegetable life form has been imported from its homeworld to many other planets for use as a living defense mechanism. When disturbed, this plant releases a vile cloud of powerful neurotoxic gases that can kill a man standing next to it in a single breath. This cloud can extend a good distance from the plant itself, although it dissipates quickly once released. Because they are vegetative and lack vital organs, these noxious creatures can withstand a significant amount of damage before dying. They are completely immobile, however, and therefore can be rather easily dispatched by a marine firing his weapon while staying out of reach of the plant's gas cloud. The best way to deal with a poisonous plant is simply to give it a wide berth.

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Impressions

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